

CLAIMS

What is claimed is:

1. A gaming method comprising:
displaying a base game, the base game having a plurality of possible outcomes;
5 triggering a selection of one or more features to be applied to the base game by a triggering event; and
in response to the triggering event, randomly selecting one or more features to be applied to the base game.
2. The method of Claim 1 wherein triggering a selection comprises displaying a
10 certain symbol combination in the base game.
3. The method of Claim 2 wherein triggering a selection comprises displaying at least three matching symbols across a payline in the base game.
4. The method of Claim 1 wherein randomly selecting comprises randomly selecting a number of base games to which the one or more features will apply.
- 15 5. The method of Claim 1 wherein randomly selecting comprises randomly selecting a wild card symbol to be applied to the base game.
6. The method of Claim 1 wherein randomly selecting comprises randomly selecting an award multiplier to be applied to the base game.
7. The method of Claim 1 wherein randomly selecting comprises randomly selecting
20 a symbol that is to be a scatter symbol in the base game.
8. The method of Claim 1 wherein randomly selecting comprises randomly selecting a symbol that pays an award in the base game.
9. The method of Claim 1 wherein randomly selecting comprises displaying on a video screen one or more rotating wheels that display possible outcomes and displaying stopping
25 the one or more rotating wheels to display a random selection.
10. The method of Claim 1 wherein randomly selecting comprises displaying one or more motor-driven rotating wheels that display possible outcomes and stopping the one or more rotating wheels to display a random selection.

11. The method of Claim 1 wherein randomly selecting comprises randomly selecting a number of games to which the one or more features apply, randomly selecting a wild card symbol, and randomly selecting an award multiplier.

12. The method of Claim 1 wherein displaying the base game comprises displaying a random selection of symbols in at least one row and a plurality of columns.

13. The method of Claim 1 wherein randomly selecting comprises randomly selecting a symbol whose displays in the base game are accumulated and used by the player for a function.

14. The method of Claim 1 wherein randomly selecting comprises randomly selecting a symbol whose displays in the base game are accumulated and used by the player to perform additional random selections of the one or more features.

15. The method of Claim 1 further comprising extinguishing the one or more features randomly selected when a player cashes out of a gaming device running the base game.

16. The method of Claim 1 further comprising saving into a memory the one or more features randomly selected when a player cashes out of a gaming device running the base game so the player may use the one or more features at a later time.

17. A gaming device comprising:

a first display area for displaying a base game, the base game having a plurality of possible outcomes; and

at least one processor for triggering a selection of one or more features to be applied to the base game in response to a triggering event; and

a second display area for displaying one or more selectors randomly selecting one or more features to be applied to the base game in response to the triggering event.

18. The device of Claim 17 wherein the triggering event is a certain symbol combination in the base game.

19. The device of Claim 17 wherein the second display area displays a selector for randomly selecting a number of base games to which the one or more features will apply.

20. The device of Claim 17 wherein the second display area displays a selector for randomly selecting a wild card symbol applicable to the base game.

21. The device of Claim 17 wherein the second display area displays a selector for randomly selecting an award multiplier applicable to the base game.

22. The device of Claim 17 wherein the second display area displays a selector for randomly selecting a scatter symbol in the base game.

5 23. The device of Claim 17 wherein the second display area displays a selector for randomly selecting a symbol that pays an award in the base game.

24. The device of Claim 17 wherein the second display area comprises a video display.

25. The device of Claim 17 wherein the second display area comprises one or more
10 motor-driven rotating wheels that display possible outcomes and stop to display a random selection.

26. The device of Claim 17 wherein the first display area and the second display area are physically separate locations.

27. The device of Claim 17 wherein the second display area displays a first selector
15 for randomly selecting a number of games to which the one or more features apply, a second selector for randomly selecting a wild card symbol, and a third selector for randomly selecting an award multiplier.

27. The device of Claim 17 wherein the first display area displays a random selection of symbols in at least one row and a plurality of columns.

20 28. The device of Claim 17 wherein the second display area displays a selector that randomly selects a symbol whose displays in the base game are accumulated and used by the player for a function.

29. The device of Claim 17 wherein the second display area displays a selector that
25 randomly selects a symbol whose displays in the base game are accumulated and used by the player to perform additional random selections of the one or more features.